Built in cheats

Built in cheats
by **SCHUMI4EVER** » Wed Apr 02, 2008 8:00 am

SCHUMI4EVER
Member
Posts: 109
Joined: Tue Mar 18, 2008 6:48 pm

Now I know this is probably not very high on the priorities list, but I was curious if it was eventually planned to have built in cheats in VBA-M just like Project64 has?

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If not, then consider this thread as my suggestion to eventually do that.

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(I would provide more infos but considering I know most of you from Ngemu I assume you all know what I am talking about)

Built in cheats
by **spacy51** » Wed Apr 02, 2008 10:12 am

spacy51
Senior Member
Posts: 371
Joined: Tue Mar 18, 2008 4:59 pm

Project64 doesn't really have the cheats built-in, but rather loads them from a file.

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This is actually a good idea. We could add a simple framework and let a special cheats team take care of the cheat database file.

Built in cheats
by **mudlord** » Wed Apr 02, 2008 10:46 am

mudlord
Senior Member
Posts: 306
Joined: Sun Feb 08, 2009 7:16 am

Thats quite a idea.

Â

Could we do the cheat panel as a Qt widget? [img]<fileStore.core_Emoticons>/emoticons/tongue.png[/img]/emoticons/tongue@2x.png 2x" width="20" height="20" />

Built in cheats
by **dualscreenman** » Wed Apr 02, 2008 10:52 am

dualscreenman
Member
Posts: 50
Joined: Tue Mar 18, 2008 9:27 am

I'm thinking that when the time came to create the database that we could do a Kodewerx Kollaboration for creating the cheat database. We have the resources over at Kodewerx (We're basically all of GSC's hackers), and I could probably round up some volunteers there for creating the cheat file to divide up the workload.

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find out why my Fire red cheats don't work and i'll give you a cookie, i got the GS and CBA cheats from ign and they just don't work, infact the original sheet had an incorrect mastercode for Fire red [img]<fileStore.core_Emoticons>/emoticons/huh.png[/img]/emoticons/huh@2x.png 2x" width="20" height="20" />

Â

pita....

Last edited by **dualscreenman** on Fri Apr 04, 2008 7:19 am, edited 1 time in total.

Built in cheats
by **SCHUMI4EVER** » Wed Apr 02, 2008 11:10 am

SCHUMI4EVER
Member
Posts: 109
Joined: Tue Mar 18, 2008 6:48 pm

Glad that the idea is being received so well (although I thought someone else would have brought it up already) as it would be seriously awesome to not have to go and look on the Codebreaker site (which rently requires signup :rolleyes:) or Gamehsark site or BSfree or GameFAQs every time one wants to play a game with cheats. Whilst the idea is not quite as usefull for handhelds/consoles continuously getting new games, GBA games have pretty much ceased to come out, so it's now feasible to create a cheat database for VBA-M.

Â

At least for me it would elevate VBA-M to a whole new awesomeness level [img]<fileStore.core_Emoticons>/emoticons/biggrin.png[/img]/emoticons/biggrin@2x.png 2x" width="20" height="20" /> .

Last edited by **SCHUMI4EVER** on Wed Apr 02, 2008 11:14 am, edited 1 time in total.

Built in cheats
by **laurencevde** » Wed Apr 02, 2008 1:50 pm

laurencevde
Junior Member
Posts: 4
Joined: Wed Apr 02, 2008 1:11 pm

There are already a couple of good cheat-files floating around, especially for backup-carts for the real thing. I think it would be less work to be able to import those.

Built in cheats
by **MasterPhW** » Wed Apr 02, 2008 10:41 pm

MasterPhW
Junior Member
Posts: 17
Joined: Tue Mar 18, 2008 8:15 pm

> I'm thinking that when the time came to create the database that we could do a Kodewerx Kollaboration for creating the cheat database. We have the resources over at Kodewerx (We're basically all of GSC's hackers), and I could probably round up some volunteers there for creating the cheat file to divide up the workload.

I could be the cheat master if you like, because I haven't a good position at the VBA-M project at the moment.

Built in cheats
by **ZachBacon** » Wed Apr 02, 2008 10:45 pm

ZachBacon
Member
Posts: 236
Joined: Tue Mar 27, 2018 9:35 pm

Well I started sort of a little database my self [img]<fileStore.core_Emoticons>/emoticons/tongue.png[/img]/emoticons/tongue@2x.png 2x" width="20" height="20" /> I could help you MasterPhW, If you want I can Scourge the GameShark Website and you do the CodeBreakers/Pro Action site [img]<fileStore.core_Emoticons>/emoticons/smile.png[/img]/emoticons/smile@2x.png 2x" width="20" height="20" />

Built in cheats
by **Squall Leonhart** » Fri Apr 04, 2008 7:20 am

Squall Leonhart
Posting Freak
Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

To make this actually work, we will need a way of identifying the game.

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PJ64 uses CRC1 and CRC2 to identify the rom and load the correct cheats, so we could try something like that i guess?

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1 example from the PJ64 cht file

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CODE: SELECT ALL

```
[80F41131-384645F6-C:4A]
Name=AEROGAUGE (J) V1.1
Cheat0="No Damage\Player 1",50000402 0000,8113D058 0000
Cheat1="No Damage\Player 2",50000402 0000,8113F0E8 0000
Cheat2="Unlock All Tracks and Vehicles",8108D1FC 0100
Cheat3="Freeze All Lap Timers",8013CD21 0001,8013CD25 0001,8013CD29
Cheat4="Freeze Overall Timer",8013CD15 0001
Cheat5="Laps Of Race",8113CD08 FF??
Cheat6="Play As\Player 1",8013D015 00??
Cheat7="Level Select",8013D01B 00??
Cheat8="Play As\Player 2",8013D016 00??
Cheat9="Always 1st",8013CD60 0001
Cheat10="Music Modifier",80106CCC 00??
```

Last edited by **Squall Leonhart** on Fri Apr 04, 2008 7:24 am, edited 1 time in total.

Built in cheats
by **mudlord** » Fri Apr 04, 2008 8:14 am

mudlord
Senior Member
Posts: 306
Joined: Sun Feb 08, 2009 7:16 am

MD5 never lies....[img]<fileStore.core_Emoticons>/emoticons/tongue.png[/img]/emoticons/tongue@2x.png 2x" width="20" height="20" />

Last edited by **mudlord** on Fri Apr 04, 2008 12:36 pm, edited 1 time in total.

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